Conf. Page.

PATEINT AFFLIDATION FEE DETERMINATION RECORD

Effective December 8, 2004

101133/8

	11/14/6	Column i)	MENDE	(Column 2).	(Column 3)	SMALL	ENTITY	OR		R THAN ENTITY
ENTA		CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
Š	Total	• 14	Minus	- 20	•	X\$ 25=		OR	X\$50≖	
AMENOMENT	Independent	· 3.	Minus	3		X100≈		OR	X200=	
Ŀ	FIRST PRES	ENTATION OF M	ULTIPLE DE	PENDENT CLAI	<u>**                                   </u>	+180=		OR	+360=	
	•					TOTAL ADDIT. FEI		4	· TOTAL ADDIT, FEE	
	(Column 1) (Column 2) (Column 3)							<b>-</b>	NOOH, PEE	
AMENDMENT 8		CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
Ş	Total	•	Minus	** . ,	*	X\$ 25=		OR	<b>X\$</b> 50≖	::
A A A	Independent		Minus .	•••	1-	X100=		OR	X200=	
	THIST PHES	ENTATION OF M	ULTIPLE DE	PENDENT CLAIP	4	+180=		OR	+360=	
				<i>:</i> .		TOTAL ADDIT, FEE		OR	TOTAL ADDIT, FEE	
		(Column 1)		(Column 2)	(Column 3).				ADDII, 1 CL	
AMENDMENT C	. ,	CLAIMS REMAINING AFTER AMENDMENT	·	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
Ş	Total	<u> -</u>	Miņus	**	3	X\$ 25=		OR	X\$50=	
AME	Independent		Minus	***	c	X100=		OR	X200=	
L	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM							OR	+360=	
		•	•			TOTAL		JOR .	TOTAL ADDIT, FEE	
		(Column 1)		(Column 2)	(Column 3).			•		_
AMENDMENT C	·	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
	Total		Minus	eri .	5	X\$ 25=		OR	X\$50=	
¥ -	Indépendent		Vinus	***	c	X100=		r	X200=	
	FIRST PRESE			~`` <b> </b>						
* If the entry in column 1 is less than the entry in column 2 water materials									+360=	
off the Highest Number Previously Paid For IN THIS SPACE is less than 20, anter 20. ADDIT, FEE										
The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column.1.										